aaai-98 — the fifteenth national conference on artificial intelligence

Sponsored by the American Association for Artificial Intelligence

AAAI-98 Hall of Champions Results

Scrabble

Maven (Brian Sheppard) Versus Grandmaster Adam Logan

Maven by 9-5.

Average score: 417.3 to 388.6.

Brian writes:

"Adam may have been unlucky in the draw, but it wasn't terribly so. Adam figures that 8-6 is about the right result, which would agree with my prematch estimates. I have begun the analysis process, but we have no conclusions yet, and probably will not have any until the third week of August.

"Maven's best game was a comeback from a 160-point deficit. Its second-to-last play was to fish one tile in an attempt to draw a U, which would give it MOUTHPART through an MO on the board. When the U turned up, MOUTHPART was a 92-point bingo out, which was just enough to win, 440-438.

"Adam's best game was a 427-417 strategic masterpiece involving endgame Q tactics. Adam closed the gap with THENARS (90 points), and then systematically played to deny Maven the chance to play a Q if Maven drew one. Maven drew the Q, and Adam won by virtue of scoring 34 points from Maven's tiles."

Backgammon

TD-Gammon (Gerry Tesauro) Versus World Champion Malcolm Davis

Exactly 100 games were played, with Davis winning by 8 points. This is a very close result and the margin of victory is not significant. The biggest swing in the match was a 32-point game for Davis, when TD-Gammon perhaps unwisely doubled and ended up getting gammoned.

Bridge

GIB (Matt Ginsberg) Versus World Champions Zia Mahmoud and Michael Rosenberg

Matt Ginsberg writes:

"They played 16 hands over the Internet (Mahmoud and Rosenberg were in Chicago at the time playing in the U.S. Nationals). The final result was a 4 IMP win win for the world champions (the 4 may be off by a bit; I can check if you want the right number). This was an

impressive result for the computer; no one predicted it would be that close.

GO

The Many Faces of Go (David Fotland) Versus James Kerwin

Three games were played, each won by the human. The first game was played at even strength, but in the second and third games Kerwin gave the program a head start.

Demonstrations

There was another bridge demo (Bridge Baron - Nau and Smith) against members of the audience. There was a poker demo (Loki - Billings,Papp, Schaeffer, Szafron) against 9 other people on the Internet.

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